

FLORIAN EMMERICH & ALEX CLIPPINGER ARE

# SERVING THE SQUASH



**A Mischievous Mini Adventure for  
1st Level Characters**





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**ON THE COVER**  
*Gourdkin arrives at the festival. The writers ARE responsible for mindless fun and too many gourd puns.*



**VERY SPECIAL THANKS TO YOU**

*This little adventure would not be possible without the contribution of all involved.  
Everyone went above and beyond the requested and helped to breathe life in this little module.  
The whole team hopes you have fun and laughs at the table!  
We also thank everyone that made a contribution to EXTRA LIFE !*

*You are wonderful!*

—Florian Emmerich

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## SERVING THE SQUASH

**SERVING THE SQUASH** is a **DUNGEONS & DRAGONS** mini adventure module for a party of four to five characters of 1st level or greater. While higher levels will have an easier time confronting the various tasks and enemies, they still can enjoy the story unfolding before them.

It should take two to four hours to complete, depending on which elements the PCs encounter. This mini adventure module can easily be placed in various campaigns or enjoyed on its own.

## RUNNING THE MODULE

Please read the mini adventure module in its entirety before running it. The module refers to the *Dungeon Master's Guide*, *Player's Handbook*, and *Monster Manual*.

Creatures written in **bold** refer to the corresponding entries in the *Monster Manual* or **Appendix A—Gruesome Gourds**.

### Too gourd to be true

This mini adventure module makes call out and puns related mostly to different squashes. If you want to, you can engage your players and see who catches the most! We listed them here for your convenience.

**Kukurbi** is a play on Cucurbita, the Latin word for gourd and the general term for squash.

**Gordon Faustus** is a set of two puns; Gordon is a phonetic pun for Gourd and Faustus is a reference to the literary character Faust and the concept of a Faustian bargain.

**Zachary Hubbard** is a reference to Hubbard squash, a particularly large strain of the vegetable.

**Millie Corgan** is a play on Billy Corgan, the frontman of the band The Smashing Pumpkins.

**Bronze Butternut** is an obvious call out to the butternut squash, a delicious winter vegetable rich in Vitamin A and C.

**D'arcy Faustus** is a reference to D'arcy Wretzky, a former member of the band The Smashing Pumpkins.

## ADVENTURE BACKGROUND

The town of Kukurbi has fallen on hard times...or has it?

The little farming village has apparently ended a several-year streak of poor harvests with one beyond anyone's wildest imagination. As the player characters arrive, the final touches for tonight's Highharvestide celebration are in full swing.

But the town has a secret few of its residents are aware of. The town's mayor, Gordon Faustus, was tired of barely scraping by each year. He found a ritual to summon an entity known as Gourdkin, a power that promised to provide seeds to grow a bounty greater than anything Kukurbi had seen before. The terms were simple; at Highharvestide, the vegetables would be stored away from the usual shrine of Chauntea, and at the celebration itself Mayor Faustus would thank Gourdkin by name. How simple! Faustus agreed.

Now Highharvestide is here, and Mayor Faustus is certain his pact has paid off. Such incredible pumpkins, such succulent vegetables of all kinds! What Faustus doesn't know about is Gourdkin's fiendish nature; once thanked, Gourdkin will be free to possess his seedlings and bring about his own harvest...

### Chauntea & Highharvestide

Chauntea is the goddess of agriculture and thus revered in small communities that thrive on farming. Highharvestide is an annual celebration of harvest and bountiful food in Faerûn.

## THE TOWN OF KUKURBI

**K**ukurbi is a tiny farming village of no more than a few hundred people. Far from major cities, it's like any other agrarian community; it thrives or falters based on the yearly harvest. Although the past several years have been hard for the village, this year's harvest is apparently a thing of pride and a cause for widespread celebration. Now, most of the residents are preparing for this year's Highharvestide event.

## EXPLORING THE TOWN

The player characters are free to explore the town streets or stop in at various shops and sundries. The villagers are busy with Highharvestide preparations; businesses are still open until the festival, although many are spending their time on festival-related jobs.



Bakers and general store owners offer free samples of treats they will feature during the celebration tonight. The townsfolk are happy to strike up conversations with travelers and swap stories over a foaming mug of beer.

The good cheer of the residents is infectious, and all of them give the same reason for the noticeably high spirits: After years of poor harvests, the land has rebounded with an autumn yield beyond anyone's wildest hopes.

## LEAVING SO SOON?

If the player characters desire to leave the town before the night's festivities begin, the townsfolk are sorry to see them go. They'll encourage them to stay, reminding them that the food and drink are free and offer to provide them a free room at the local inn (see the **Bronze Butternut** on page 7). Attempts to determine deception at play indicate the townsfolks' intentions are without malice.

## THE TOWN SQUARE

Upon entering the town square, you can read or paraphrase the following:

The center of town's decorations are for Highharvestide. While many banners are strung between poles, there are no holy symbols or insignias anywhere, just lots and lots of pumpkins. As you watch, an energetic gentleman bounds out from around the corner of a nearby building, hotly followed by a younger man who sweats and puffs as he pulls a handcart loaded with enormous pumpkins behind him.

The energetic individual is Mayor Gordon Faustus (NG male Tethyrian **commoner**), who is currently busy with festival preparations. Accompanied by Zachary Hubbard (NG male Tethyrian **commoner**), a broad-shouldered local laborer, Faustus is diving into the Highharvestide celebration with gleeful perfectionism.

He appears to be filling every empty space with a proudly displayed pumpkin or gourd and occasionally digs around in the cart to swap out a smaller pumpkin for a larger one. Each time he does, this, he takes just an instant to admire his handiwork with a gleeful sigh and a giggle before hurrying to the next spot.

If asked about his activities or his mood, Faustus remarks that he's just excited for this year's Highharvestide. He notes truthfully that the winters were harsh on the land around town for some time and this is the first big harvest in years.

Faustus, like the rest of the townsfolk, pays little attention to the poor condition of the shrine of Chauntea. If pressed about why the town's harvest isn't stored in the shrine's cellar, he boastfully states the harvest is so immense, it had to be stored under guard in the community barn. "There isn't room for our harvest in that tiny little shrine!" Faustus proudly (and technically truthfully) states.

When asked about his faith, the big harvest, or the town's dedication to Chauntea, Faustus only makes vague assurances that the "proper power" will receive appropriate praise at the festival, hoping to squash the rumors. A DC 13 Wisdom (Insight) check sees through Faustus's disarming smile and indicates he's being evasive.

### The harvest plants

Later in the adventure, the fiend Gourdkin will possess many of the enormous pumpkins and turn them into Gourdlings. However, until that happens, they're merely impressive specimens with no fiendish or magical properties.

## THE SHRINE OF CHAUNTEA

Upon entering, you can read or paraphrase the following:

The temple building's sanctuary is small, with only a few rows of wooden benches leading up to an altar of rough-carved oak. Though there's a holy symbol of Chauntea on the altar two heads of wheat flanking a red-bauble flower the temple is otherwise bare; no clergy, no attendees. The candle sconces are unlit. Behind the altar, a staircase descends to a basement level.

The community's shrine building is approximately 30 feet wide and 25 feet long. Two rows of two benches flank the central aisle, which leads to a big, wooden altar.

A thick layer of dust covers the benches and altar. A DC 12 Intelligence (Investigation) check reveals that none of the items on the altar have moved for some time, and the burned-down, wax-messy candles were not properly trimmed or replaced. A DC 13 Wisdom (Survival) check for signs of life indicates the shrine has seen little to no foot traffic for weeks, if not longer.

Characters who make a DC 12 Intelligence (Religion) check know that Chauntea is usually a very important deity for farming communities. A check result of 15 or more causes the character to further recall there should be even more activity during this time, as the townsfolk make High Prayers of the Harvest and store the community's food safely for the winter in underground storage cellars in local temples.



## CHAPEL BASEMENT

Descending into the chapel basement, you can read or paraphrase the following:

The dry, tidy cellar of the building has a modest bed and dresser tucked into one corner. The rest of the area has huge wooden bins and broad urns made to store root vegetables and grains.

An examination of the bins and urns shows them to be slightly cellar-damp and dirty. A DC 11 Intelligence (Arcana or Nature) check allows a character to recall that the clerics usually magically dry and clean these before harvest time, but clearly no one did this.

## ASKING ABOUT THE SHRINE

If the characters ask around about the abandoned shrine, the townsfolk are evasive. Some make excuses, saying that this year's incredibly bountiful harvest has kept them all busy. The previous cleric of Chauntea died a few years ago after doing everything he could to help the town at the cost of their own self-care.

A substitute cleric has not arrived, and no one has the spare time to clean the shrine with preparations for Highharvestide underway. A Wisdom (Insight) check indicates this is true, though a result of 15 or higher indicates Chauntea isn't particularly important to the townspeople at all.

## THE WARNING

While the characters are exploring the town, a woman appears and begins attacking the festival decorations with a mad fervor; once the characters notice this person you can read or paraphrase the following:

A sudden commotion draws your attention to a woman standing in the middle of the street. She's dressed in simple, rough-hewn clothing covered in pulpy pumpkin innards. The reason why is clear: she hefts a sizeable squash over her head and smashes it on the ground. Nearby townsfolk yelp and jump back as vegetable innards splatter everywhere.

The woman is Millie Corgan (LG male Tethyrian **commoner**), a hermit who lives on a small farm outside town. Millie is a devout follower of Chauntea and often volunteered at the shrine during harvest time. Hers is the only farm still suffering from the drought; when the town dispersed seeds that weren't from the shrine of Chauntea, Millie refused to accept them and elected to germinate seeds she had in storage.

She's suspicious of the rest of the town's bountiful harvest, since they've seemingly turned from the

Chauntean faith and been rewarded, while she remains devout but unfortunate. She suspects the town has made a pact with some other power and will be punished in the end.

Although she's correct about the pact, she doesn't know any details about Faustus's bargain with Gourdkin and has no proof to back up her accusations.

If Millie sees the player characters, she might stop her rampage long enough to approach them in a rush, ranting about the town. She recognizes the characters aren't locals and will try to get them on her side, although her feverish conspiracies might not leave a good impression. She demands the player characters investigate the shrine of Chauntea if they have not already as proof.

The town guard (LG male & female Tethyrian **guard**), or the player characters if they so choose, easily restrain the woman if she continues to destroy the decorations; she struggles and rants about "faithless farmers" and "their gourd-damned festival" as she's hauled off to the town jail.

## THE BARN

As Faustus would be the first to boast, the harvest this year is too large to fit in the normally adequate shrine of Chauntea. Instead, the community share of the vegetables is in the town barn and placed under guard. Although this makes some sense, the change of storage location is part of Gourdkin's pact with Faustus. Once the characters approach the barn, you can read or paraphrase the following:

The town's communal barn is a big, rust-red building just down the street from the main square. A pair of guards flank the barn's large double doors and leaning casually, albeit watchfully, against the wall of the building.

Another pair of guards (LG male & female Tethyrian **guard**) flank the barn's only entrance, which is closed. The guards have instructions not to let anyone enter without the mayor's express permission.

If asked why the harvest is under such a strict guard, they say it's to prevent theft or vandalism.

If the party has already interacted with Millie Corgan (see **The Warning**), they point to her destruction of festival decorations as the perfect example, as word of her erratic behavior has spread quickly.





The guards are unaware of the mayor's bargain, since they're posted randomly. Regardless, they take their job seriously and won't easily allow anyone to enter. Player characters can convince the guards to let them peek in with a successful DC 20 Charisma (Persuasion) check. They can also be fooled into believing the mayor gave permission for the player characters to enter the barn with a successful DC 18 Charisma (Deception) check.

The guards are disappointed they'll miss a good part of the festival; the player characters make either of these checks with advantage if they convincingly roleplay their sympathies or offer to bring the guards some food and drink when the celebration begins, or if they actually do so during the festival.

If the player characters gain access to the barn, they discover the contents are (perhaps disappointingly) mundane; large floor pens are piled with heaps of vegetables, especially squash and pumpkins. The only thing even remotely interesting about them is how unusually impressive the harvest is, given the town's history of a poor growing season for the past several years. A DC 10 Intelligence (Nature) check allows a player character to recall that regions don't often bounce back so impressively from a period of drought or other famine.

Mayor Faustus worries about anything happening to the stored harvest vegetables and will take breaks from decorating for the festival to check on the barn rather frequently.



If he catches the player characters in the barn or attempting to enter it, his normally jovial mood sours momentarily. He thunders for the players to get out or get away, pointing an accusatory finger and demanding to know whether they damaged or destroyed any of the harvest vegetables. As soon as the party is away from the barn, his mood improves dramatically, apologizing for his temper and saying that the past few years of hardship have made him defensive of the town's newfound good fortune.

## THE BRONZE BUTTERNUT

If the adventurers are looking for a place to stay, The Bronze Butternut is the oldest and only establishment in town. With the general good cheer prevalent throughout the town, the Bronze Butternut is offering half-price rooms (5 sp for a modest room). Friendly townsfolk offer a free stay if adventurers plan to leave the town before the festival.

## MILLIE'S FARM

The adventurers can elect to visit Millie Corgan's farm to investigate her claims about the town's harvest although it requires them trekking about one mile outside town. Reaching the farm you can read or paraphrase the following:

A modest little farmhouse stands beside a dusty, near-barren field. A breath of wind kicks up a swirl of dust and causes a hanging sign to rock back and forth, squeaking loudly. The sign reads Corgan Farm in faded, peeling letters.

Millie has tended the Corgan farm alone for ten years now. Despite her lifelong experience with farming, she hasn't teased healthy vegetables out of the soil for the past few years. This makes her the exception this year because everyone else (who took the seeds that Faustus provided) has enjoyed their bountiful harvest.

Adventurers examining Millie's field find arid soil and withered plants that have barely grown past the seedling stage. A few random plants have produced sad, sickly vegetables but nothing that looks particularly edible.

## MAYOR'S HOUSE

Gordon Faustus's home is a few streets over from the main square. Adventurers who ask about the mayor's home are pointed toward a narrow two-story building that stands a little taller than the others around it.

**Accessing the home.** The house has both a front and rear entrance, both of which are locked but accessible with a DC 10 Dexterity check using thieves' tools, leading to either the sitting-room or kitchen, respectively. The ground floor windows are shuttered and locked, but the second-floor windows, leading either to the master bedroom or the office, are not; a character who succeeds on a DC 12 Strength (Athletics) check can climb up to a second-floor window and access the home, climbing into either the bedroom or office.

## GROUND FLOOR

The ground floor of Faustus's home consists of a sitting-room, kitchen, small dining room, and water closet. A search of this floor finds nothing more than common household objects and food. There's a painting in the sitting-room of Gordon smiling with an unknown woman.

## SECOND FLOOR

The second floor consists of the master bedroom and a small office.

The master bedroom consists of a queen-sized bed with only one mussed side. There are two closets on each side. On the undisturbed side, characters can find a woman's moth-eaten dresses. The disturbed side features an array of doublets and shirts made for a male.

The small office contains a desk, surrounded by an abundance of several bookshelves. In a corner, there's a huge oaken chest, with a heavy iron padlock.

**Stocktaking.** The books in the office are highly organized, and it won't take a character long to figure out, that they each contain income of the harvest for each year, which grew more and more abysmal. Another book paints a picture of the dwindling population. While in former years, deaths were mostly ascribed to old age, famine took front and center. One name stands out in particular, D'arcy Faustus, the mayor's wife.

Searching the drawers produces a small booklet among ink, quill, and several other kinds of stationery. The booklet turns out to be a diary, written by Gordon himself. It tells the tale about his helplessness watching the townsfolk suffer, followed by his grief for his wife, who succumbed to malnutrition. Though Gordon, more determined to save the rest of the town, made a trip to Candlekeep and dedicated himself to research. His last entries show him in a state of great relief, as he claimed to have found a way and his glee about the outlook of a bountiful harvest.

The chest lock is easily picked with a DC 19 Dexterity check using thieves' tools. Inside there's an array of seeds in differently labeled pouches, naming all the produce that's harvested in Kukurbi.



## MAD MAYOR

Confronted or getting knowledge of the characters breaking and entering into his house puts Gordon in a furious state. He accuses them of taking advantage of his town's hospitality and wonders what other transgressions the party undertook during their time in Kukurbi.

Being reminded of his deceased wife lets him show compassion for her sake since he thinks she wouldn't have wanted unnecessary hardship on a day like this. However, Gordon will still warn the characters they should rejoin the celebration, at least for D'arcy's sake, than to sneak around other people's houses.

## THE FESTIVAL

**Y**ou can read or paraphrase the following:

The sun has set, and the town's streets fill with villagers who converse, laugh, drink, and eat in the light of flickering torches. Atop a wooden stage, a ragtag assortment of violins, flutes, and other instruments sound out an earnest and cheerful harvest tune as townsfolk dance below. Just beyond this area, rows of tables are piled with food and kegs of beer.

With evening comes the Highharvestide celebration. Food is free for the taking and so are mugs of frothy beer, although wine or finer spirits are still available at cost. The generally understood tradition is that the festivities continue for a few hours before the festival's dedication, where a community leader (in this case, the mayor) goes onstage to thank everyone for their contribution to the event. Until that time, the characters are free to enjoy all the festival has to offer. Some example activities include:

**Games.** A number of townsfolk gather at tables laid out with games of dice cups and playing cards. Players can compete, making Intelligence checks and Wisdom (Insight) checks against opposing Intelligence checks and Charisma (Deception) checks from the commoners, or vice-versa if the player wants to bluff.

Players proficient in a relevant gaming set can make such checks with advantage. After passing some time with various opponents, the player(s) are given a special pair of dice with pumpkins on the six sides or a set of playing cards with a painted pumpkin design on the card back.

**Performance.** Characters with a talent for music might take some time on the stage, using an instrument to make a Charisma (Performance) check. Characters can make a similar check to regale the crowd with a classic harvest time story or funny anecdote. In either case, a DC 10 Intelligence (History) check helps the player character recall a popular tune or tale, giving them advantage on the performance check. Performances made at a 15 or higher meet with overwhelming positivity and offers to buy the character a drink of the "finer stuff." Sub-par performances are met with polite applause and encouragement for their good attempt.

**Investigation.** If they haven't already, players might take this time to bring food and drink to the guards at the barn (see **The Barn** on page 5).

### The fun squashed

The party can prematurely end the adventure by joining in Millie's quest and smash the pumpkins for good. This however, angers the townsfolk, led by Faustus, who will try to stop them and drive them away. Instead of heroes, the characters will become the villains. Another way to stop from Gourdkin will be hindering Faustus from thanking him (see **The Dedication**), although this only delays the inevitable.

## THE DEDICATION

After the player characters have time to participate in the activities if they so choose, enough time has passed for Mayor Faustus's dedication. The mayor bounces up the steps to the stage to loud cheers from the villagers, holding a mug of beer that sloshes around dangerously. You can read or paraphrase the following:

Faustus beams as he looks out over the crowd. "My friends," he shouts out over the throng of faces, "we have spent years in hardship. We've all felt empty pockets and empty bellies these past several years. Now we're all feeling pretty well-fed and, thanks to this brew..." he gestures to the mug, "pretty well tipsy!" The crowd laughs. "But I'd be remiss if I didn't thank those who worked so hard to bring us to this point..."



The crowd quiets and looks to him, some looking puzzled. You can read or paraphrase:

"Friends," Faustus says, looking out over the crowd. "There's one more name to thank. It's no coincidence, our change of fortune. While we have all worked so very hard, it's this last individual who has made it all possible. I, your mayor, took it upon myself to turn our streak of bad luck around! I sought a solution from powers high and low and finally found one I could bind to our service and provide us with the seeds to take to our parched fields. You can see the results all around you in our beautiful harvest vegetables! And all I need do in return is give one final word of thanks to the patron of this festival...Gourdkin!"

There's a booming peal like thunder as the sky suddenly takes on an eerie, greenish glow. Screams erupt from all around the player characters as the decorative pumpkins come alive, the orange shells tearing open into jack-o-lantern-like faces whose eyes and mouths glow bright blue. Vines and leaves sprout from the underside of the pumpkins, twisting and swelling into rudimentary limbs. These animated gourds begin wreaking havoc, attacking the townspeople and causing widespread destruction as the villagers try to flee in every direction.

As battles with the **Gourdlings (Appendix A)** break out spontaneously all over the village square, three of them will attack the party. The Gourdlings are especially vulnerable to bludgeoning damage, splattering everywhere spectacularly when destroyed. Damaging them with fire gives off a delicious roasted vegetable smell.

#### Grab and smash

Due to the sheer numbers of Gourdlings, it's easy for the players to grab and smash Gourdlings running by, chasing hapless townsfolk. Whenever the party wishes, they can attack a passing Gourdling, pulling it into the fight and rescuing a denizen of Kukurbi.

#### The finer spirits

The liquor at the festival is highly flammable and can be used as an *alchemist's fire* with the following restrictions. The spirits have to be lit on fire before throwing, luckily, there are an abundance of torches and lanterns at the festival, so it only takes a bonus action to do so. Additionally, the effect only lasts for two rounds, due to the flame consuming the alcohol.

#### Putting pumpkins to the torch

Like the liquor, characters can employ the torches from the festival. These are extremely potent, while counting as an improvised weapon, they still do 1d4 bludgeoning and fire damage. However, the fire trait gets removed once an enemy is defeated, due to its innards splattering everywhere and extinguishing the torch.

## GOURDKIN'S ARRIVAL

As the Gourdlings come to life, so does their creator. In the barn, the mass of produce has formed a golem-like amalgamation of vegetables, possessed by **Gourdkin (Appendix A)** itself. As the player characters' initial battle with the Gourdlings concludes, Gourdkin breaks out of the barn. You can read or paraphrase the following:

There's a booming crash of rending wood as a massive creature breaks through the doors of the barn. The nightmarish thing is a mass of pumpkins and other vegetables bound together to form a vaguely humanoid shape that stalks forward into the street. As you watch, the thing's head turns toward the stage as sunken holes form a mouth and two eyes, glowing a bright blue. "You have honored our pact, Faustus," the thing bellows in a ragged voice. "Now Gourdkin reaps his own harvest!"

Gourdkin strikes out at the buildings and people around itself, seeking to destroy the town. Unless engaged sooner, it will quickly make its way to the square and attack the player characters. He's accompanied by two Gourdlings. Gourdkin is an awful jokester, screeching phrases such as "Prepare to get squashed" or "Gourd outta here" as he attempts to defeat the adventurers, occasionally referring to them as Chumpkins.

When everyone defeats Gourdkin, the Gourdlings throughout the town collapse, lifeless. All the harvest vegetables, possessed or not, suddenly rot and spoil.

## CONCLUSION

The villagers emerge from hiding, lamenting the loss of their harvest. None are more upset than Mayor Faustus himself, who's overcome with remorse. He will openly admit he made a pact with Gourdkin in exchange for seeds that were guaranteed to provide a good harvest, but truthfully swears he had no idea Gourdkin was a fiend that would wreak such havoc.

The village of Kukurbi survives, relying on the charity of nearby towns if it doesn't receive additional help from the players. The shrine to Chauntea is cleaned up, and the town approaches the faith in the goddess with renewed vigor; within a few seasons, the town's fields become fertile once more. Of course, how Kukurbi survives the winter or how they earn Chauntea's favor once again could be another story for another time...



Florian Emmerich • JVC Parry • Ashley Warren

# Defending Home

## WARRIORS OF SEHANINE

Florian Emmerich, JVC Parry & Ashley Warren

An Adventure for 3rd to 5th  
Level Characters



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## APPENDIX A—THE GRUESOME GOURDS

This appendix contains the additional stat blocks required to run the mini adventure module.

### GOURDKIN

*Large fiend, chaotic evil*

#### Armor Class 11

**Hit Points** 85 (10d8+30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	14 (+2)	16 (+3)	16 (+3)

**Damage Vulnerabilities** Bludgeoning, Fire  
**Condition Immunities** Charmed, Deafened, Frightened, Grappled, Paralyzed, Poisoned  
**Senses** Darkvision 120 ft., Passive Perception 11  
**Languages** Common, Infernal  
**Challenge** 1 (200 XP)

**Vines.** Gourdkin can create a long, thick pumpkin vine from his body that he uses to make his vine attacks (see below). When Gourdkin takes 6 slashing damage or more on a single turn, the vine is severed. Any creature the vine restrained is immediately freed. The vine regenerates at the start of each of Gourdkin's turns.

**Magic Resistance.** Gourdkin has advantage on saving throws against spells and other magical effects.

**Fire-Roasted Squash.** If Gourdkin takes more than 8 fire damage in a single round, the delicious smell of roasting pumpkins fills the air within 5 feet of him. Creatures other than Gourdkin in this area gain 4 temporary hit points.

#### Actions

**Multiattack.** Gourdkin uses his swallow attack on a creature he has restrained or makes a vine attack if no creature is restrained. He then makes a pumpkin chucker attack.

**Vine.** *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target.  
*Hit:* target is restrained (escape DC 10).

**Swallow.** Gourdkin can swallow a creature it has restrained with his vine. While swallowed, the creature is restrained and has total cover from attacks and other effects outside Gourdkin, and it takes 3 piercing damage at the start of each of Gourdkin's turns (as glowing jack-o-lanterns inside Gourdkin bite it). If Gourdkin takes more than 10 bludgeoning damage in a turn from any source or more than 1 fire damage from the swallowed creature on its turn, Gourdkin must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of Gourdkin.

If Gourdkin dies, the swallowed creature is no longer restrained and can use 10 feet of movement to exit Gourdkin's body, exiting prone.

**Squash.** Gourdkin smashes his body down onto a point within 5 feet of him. All creatures in a 10-foot square from that point must succeed on a DC 12 Dexterity or Strength saving throw (creature's choice) or take 6 (1d6+2) bludgeoning damage on a failed save or half as much damage on a successful one.

**Pumpkin Chucker.** *Ranged Weapon Attack:* +3 to hit, reach 60/120 feet, one target. *Hit:* 3 (1d4+1) bludgeoning damage.

### GOURDLINGS

*Small fiend, chaotic evil*

#### Armor Class 9

**Hit Points** 10 (3d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	8 (-1)	11 (+0)	10 (+0)	10 (+0)	6 (-2)

**Damage Vulnerabilities** Bludgeoning, Fire  
**Senses** Passive Perception 10  
**Languages** Infernal  
**Challenge** 0 (10 XP)

**Magic Resistance.** Gourdkin has advantage on saving throws against spells and other magical effects.

**Fire-Roasted Squash.** If the Gourdling takes any fire damage in a single round, the delicious smell of roasting pumpkins fills the air within 5 feet of it. Creatures other than Gourdlings in this area gain 2 temporary hit points.

#### Actions

**Bite.** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target.  
*Hit:* 1 (1d4-1) piercing damage.

#### It's deadly, it's cute, and I want it!

At your discretion, characters that are particularly fond of the small Gourdlings can grow their own pet Gourdlings from the seeds. Although growing such a pet requires attention to detail and patience. Over the course of half a year and with special tending, a Gourdling will sprout, accepting and listening to the command of a player.

**Familiar.** The Gourdling can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the Gourdling senses as long as they are within 1 mile of each other. While the Gourdling is within 10 feet of its companion, the companion shares the Gourdling's Magic Resistance trait. At any time and for any reason, the Gourdling can end its service as a familiar, ending the telepathic bond.